



007

Agent Under Fire

TM



Precautions

- This disc contains software for the PlayStation®2 computer entertainment system. Never use this disc on any other system, as it could damage it.
- This disc conforms to PlayStation®2 specifications for the PAL market only. It cannot be used on other specification versions of PlayStation®2.
- Read the PlayStation®2 Instruction Manual carefully to ensure correct usage.
- When inserting this disc in the PlayStation®2 always place it with the required playback side facing down.
- When handling the disc, do not touch the surface. Hold it by the edge.
- Keep the disc clean and free of scratches. Should the surface become dirty, wipe it gently with a soft dry cloth.
- Do not leave the disc near heat sources or in direct sunlight or excessive moisture.
- Do not use an irregularly shaped disc, a cracked or warped disc, or one that has been repaired with adhesives, as it could lead to malfunction.

Health Warning

For your health, be sure to take a break of about 15 minutes during every hour of play. Avoid playing when tired or suffering from lack of sleep. Always play in a well-lit room, sitting as far from the screen as the cord will allow. Some people experience epileptic seizures when viewing flashing lights or patterns in our daily environment. These people may experience seizures while watching TV pictures or playing video games. Even players who have never had any seizures may nonetheless have an undetected epileptic condition. Consult your doctor before playing video games if you have an epileptic condition or immediately should you experience any of the following symptoms during play: dizziness, altered vision, muscle twitching, other involuntary movements, loss of awareness of your surroundings, mental confusion, and / or convulsions.

PIRACY

The unauthorised reproduction of all or any game part of this product and the unauthorised use of registered trademarks are likely to constitute a criminal offence. PIRACY harms Consumers as well as legitimate Developers, Publishers and Retailers. If you suspect this game product is an unauthorised copy, or have any other information about pirate product, please call your local Customer Service number given at the back of this Manual.

See back page of this manual for Customer Service Numbers. and Games Hotline Numbers.

SLES-50539

1 or 2 Player • Memory Card (8MB) (for PlayStation®2) : 95KB minimum • Multitap (for PlayStation®2) Compatible: 1 – 4 Players • Analog Control Compatible: all buttons • Vibration Function Compatible

007 AGENT UNDER FIRE © 2001 Electronic Arts Inc. Library programmes © 1997-2000 Sony Computer Entertainment Inc. exclusively licensed to Sony Computer Entertainment Europe. FOR HOME USE ONLY. Unauthorised copying, adaptation, rental, lending, distribution, extraction, re-sale, arcade use, charging for use, broadcast, public performance and internet, cable or any telecommunications transmission, access or use of this product or any trademark or copyright work that forms part of this product are prohibited. Published by Electronic Arts Inc. Developed by Electronic Arts Inc © 2001 Electronic Arts Inc.

Starting the Game

1. Set up your PlayStation®2 computer entertainment system according to the instructions in its instruction manual. Attach game controllers and other accessories, as appropriate.
2. Make sure the MAIN POWER switch (located at the back of the console) is turned ON.
3. Press the /RESET button. When the  indicator is green, press the  button. The disc tray opens.
4. Place the *James Bond 007...Agent Under Fire*™ disc on the disc tray with the label side facing up. Press the  button again and the disc tray closes.
5. Follow on-screen instructions and refer to this manual for information on using the software.

It is advised that you do not insert or remove accessories or memory cards (8MB) (for PlayStation®2) once the power is turned on. Make sure there is enough free space on your memory card (8MB) (for PlayStation®2) before commencing play.

- A language selection screen is displayed on boot up.

Note: Options data is autoloaded on boot up. Please ensure your memory card (8MB) (for PlayStation®2) is inserted in MEMORY CARD slot 1 before switching on the console, as options data can not be loaded in game.

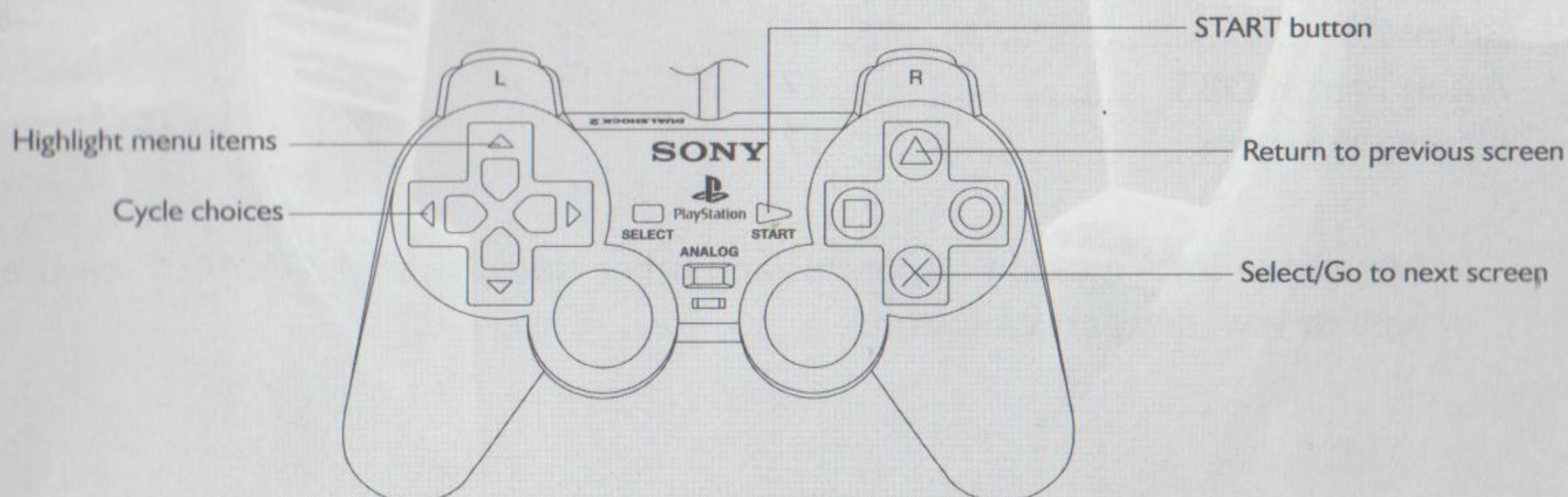
Note: Please insert your memory card (8MB) (for PlayStation®2) in MEMORY CARD slot 1.

Note: *James Bond 007...Agent Under Fire*™ does not support a digital Controller.

Note: When using a multitap (for PlayStation®2) in the Multiplayer game, insert your multitap (for PlayStation®2) in MEMORY CARD slot 1. Insert the Controller for Player 1 in controller port 1-A, then insert Controllers sequentially in controller port 1-B etc.

Command Reference

Menu Controls



Contents

Menu Controls	1	Driving Gadgets	18
Action Game Controls	3	Objectives and Scoring	19
Weapons Handling	3	Allies	19
Driving Controls	3	M	19
Weapons Handling	4	R	19
Your Assignment	4	Zoe Nightshade	19
Main Menu	5	Enemies	19
Mission Select Screen	5	Adrian Malprave	19
Mission Briefing Screen	6	Nigel Bloch	20
Options Screen	6	Carla the Jackal	20
Default Action Controls	7	Multiplayer Game Select Screen	20
Movement	7	Multiplayer Game Mode Setup	21
Weapon Handling	8	Multiplayer Menus	21
Gadget Handling	8	Player Options	22
Other	8	Multiplayer Options	23
Action Button	8	Multiplayer Modifiers	23
Default Rail Shooter Controls	8	To Load A Saved Game	24
Stealth Tactics	8	To Save Game Data	24
Health Meter	9	Credits	25
Score	9	Warning: To Owners	
M16 Messages	9	Of Projection Televisions	25
Pause Screen	10	Notice	25
Mission Results Screen	10	Limited Warranty	26
Bond's Weaponry	11	Returns After Warranty	26
Pistols	11	Keep up with the latest	
Submachine Guns	11	EA News!	26
Assault Rifles	12	24-Hour Hintline - Gameplay Hints	
Gadgets	14	and Tips	27
Items	15		
Default Driving Controls	16		
Driving Basics	16		
Weapons Handling	16		
Navigation	17		
Vehicles	17		
BMW 750iL	17		
BMW Z8	17		
Aston Martin DB5	17		
Driving Weapons	17		

For more information about this and other titles, visit EA GAMES™ on the web at **www.eagames.com**

Basic Controls

Action Game Controls

Move Forward/Back	left analog stick UP/DOWN
Slide/Strafe Left/Right	right analog stick LEFT/RIGHT or LI button/ RI button
Crouch	L2 button
Action (Reload, Open, Talk etc.)	■ button
Jump	▲ button
Select Gadget	directional button LEFT/RIGHT
Use Gadget	● button

Weapons Handling

Fire/Punch	✕ button
Aim Up/Down	right analog stick UP/DOWN
Aim Left/Right	left analog stick LEFT/RIGHT
Centre Aim	R3 button
Select Weapon	directional button UP/DOWN
Alt. Fire	SELECT button
Manual Aim	R2 button + left analog stick
Manual Zoom	R2 button + right analog stick

- To open the Pause screen during gameplay, press the **START** button.
- For a more detailed list of commands, see *Default Action Controls* on p. 7.

Driving Controls

Steering	left analog stick or directional button LEFT/RIGHT
Accelerate and Brake/Reverse	right analog stick UP/DOWN
Accelerate	✕ button
Brake/Reverse	■ button
Handbrake	● button
Change View	▲ button
Look Back	L2 button

Weapons Handling

Fire Machine Guns	L1 button
Select Weapon	R2 button
Fire Selected Weapon	R1 button

Note: When someone else is driving the car, the controls are slightly different than the ones listed here (for more information, see *Default Rail Shooter Controls* on p. 8).

- To open the Pause screen during gameplay, press the **START** button.
- For a more detailed list of commands, see *Default Driving Controls* on p. 16.

Introduction

In *Agent Under Fire*, you step into the role of the world's most famous agent: James Bond. In realistic first-person 3D, you infiltrate heavily defended compounds, employing a wide variety of Q-style gadgetry and weapons to achieve your mission. In other assignments, you get behind the wheel of the most famous cars in 007's world and speed through city streets in a mad dash to prevent an evil plot from coming to life.

- Intense action and fluid gameplay in 12 first-person locations around the world.
- Full-tilt driving missions featuring the BMW™ 750iL, BMW Z8 and the Aston Martin™ DB5.
- Split-screen multiplayer for up to 4 players via a multitap (for PlayStation®2) in 12 multiplayer maps.
- R has been busy in the lab building a completely new arsenal of gadgets.
- The latest in weaponry: Wolfram P2K, Windsor FSU-4 assault rifle, Koffler & Stock D17 machine gun and more.

For more information about the *Agent Under Fire* video game, check out www.007.ea.com

For more information about James Bond films, visit www.jamesbond.com

Setting Up the Game

Your Assignment

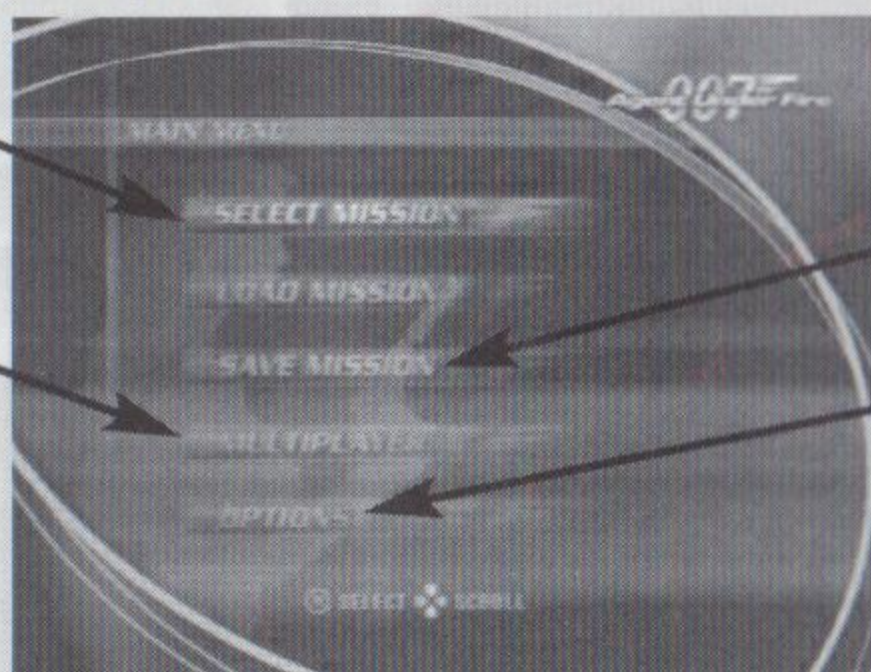
007: We have received a call for help from our friends across the Pond. CIA agent Zoe Nightshade has been investigating the connection between a Hong Kong-based bio-technology firm, Identicon, and its parent company, Malprave Industries. Nightshade has gone missing, and her investigation is of keen interest to MI6. You must rescue her!

Main Menu

From the Main menu, you can start a new mission, load a saved mission, save your game or change game options.

Begin a mission

Begin a multiplayer game (see p. 20)



Save the game (see p. 6)

Access the Options screen (see p. 6)

- To begin a mission, choose **SELECT MISSION**. The Mission Select screen appears.

Note: Default settings in this manual appear in **bold** type.

SELECT MISSION: Start a mission (for more information, see *Select Mission Screen* on p. 5).

LOAD MISSION: Load a saved game (for more information, see *Saving and Loading* on p. 24).

SAVE MISSION: Save your game (for more information, see *Saving and Loading* on p. 24).

MULTIPLAYER: Start multiplayer games (for more information, see *Multiplayer* on p. 20)

OPTIONS: Set audio and gameplay Options (for more information, see *Options Screen* on p. 6).

Mission Select Screen

In the Mission Select screen, you can choose to begin a game at any mission that you have reached.

- Press the directional button **LEFT/RIGHT** to highlight a mission, then press the **✕** button to select. Press the **▲** button to return to the Main Menu.
- To select a mission, press the **✕** button. The Mission Briefing screen appears.
- Reaching the Gold Medal Target score unlocks hidden rewards, such as weapons and levels.

Mission Briefing Screen

M's mission briefings outline the situation and objectives for the upcoming mission. Listen to them carefully to prepare for the dangers ahead.

To return to the previous screen, press the **▲** button.



- To begin your mission, press the **✕** button.

Options Screen

Use the Options screen to set your music, sound and controller preferences.

DIFFICULTY: Set your difficulty level: **OPERATIVE** (easy), **AGENT** (medium) or **00 AGENT** (hard).

- More points are awarded on higher difficulty levels when completing a mission.

CONTROLLER SETUP: Choose **CONTROLLER SETUP** to adjust the configuration of your controller.

Note: You cannot configure the driving controls. There is only one set of controls for the driving missions.

INVERT PITCH: Toggle between **OFF/ON**.

VIBRATION: Toggle vibration of the controller **OFF/ON**.

HUD ALWAYS VISIBLE: Toggle permanent display of the Heads-Up Display **OFF/ON**.

CROSS HAIR: Toggle display of the aiming crosshair **OFF/ON**.

GOLD REWARDS: Toggle **OFF/ON** the ability to use Gold Reward items in single player missions.

MUSIC: Press directional button **LEFT/RIGHT** to adjust the music volume.

SOUND EFFECTS: Press directional button **LEFT/RIGHT** to adjust the volume of the sound effects.

CREDITS: See who contributed to *Agent Under Fire*.

- To access the Options screen, select **OPTIONS** from the Main menu.
- To select and change one of the options, press directional button **UP/DOWN** to highlight the desired option, then press the **✕** button or press directional button **LEFT/RIGHT** (depending on the option).

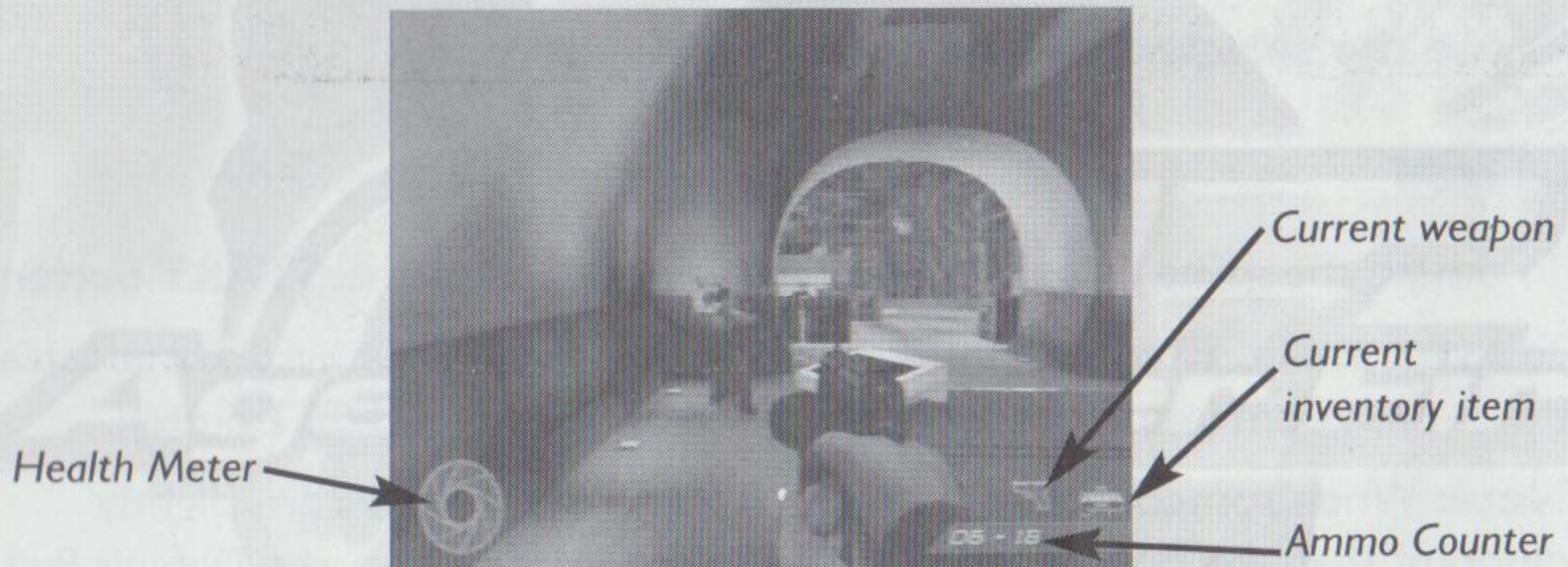
Controller Setup

In the Controller Setup screen, you can choose from a set of predefined controller configurations.

- To choose a configuration, press directional button **LEFT/RIGHT**. To select, press the **✕** button.

Bond In Action

Whilst stealthily avoiding enemy guards to achieve your mission, a secret agent must be prepared to take quick and decisive action. While it may be simple to learn the *basics* of spycraft, *mastery* takes constant practice.



- To change the controller setup for the Action/Rail parts of the game, select **CONTROLLER SETUP** from the Options screen (for more information, see *Options Screen* on p. 6).
- The controls listed in this section are for the default controller: **SETUP 1**.

Default Action Controls

Note: To abort the mission at any time, press the **START** button. Highlight **QUIT MISSION** and press the **✕** button. Highlight **YES** and press the **✕** button again to return to the Main menu.

Movement

- To move **forward/backward**, press the left analog stick **UP/DOWN**.
- To **rotate your view left/right**, press the left analog stick **LEFT/RIGHT**.
- To **look up/down**, press the right analog stick **UP/DOWN**.
- To **strafe left/right**, press the right analog stick **LEFT/RIGHT**, or press the **LI** button or **RI** button.
- To **crouch**, press and hold down the **L2** button.
- To **centre your view**, press the **R3** button.
- To **jump**, press the **▲** button.

Weapon Handling

- To **fire your weapon**, press the **✕** button.
- To **manually aim** the selected weapon or gadget, press and hold the **R2** button, then press the left analog stick.
- To **cycle through your weapons**, press directional button **UP/DOWN**.
- To perform an **action/reload weapon**, press the **■** button.

Gadget Handling

- To **cycle through your gadgets**, press directional button **LEFT/RIGHT**.
- To **use the selected gadget**, press the **●** button.

Other

- To **pause** the game and open the Pause screen, press the **START** button.
- To switch to **Alt. Fire** functions like toggling the silencer on your pistol or activating the 3-level zoom feature for scoped weapons, press the **SELECT** button.

Note: When someone else is driving the car, the controls are slightly different than the ones listed here (for more information, see *Default Rail Shooter Controls* p. 8).

Action Button

During missions, you may need to interact with the environment.

- To open doors, press buttons, activate machinery or reload your weapon, press the **■** button.

Default Rail Shooter Controls

In situations where you are defending yourself on the top of a racing vehicle, the controls you use are slightly different than the ones for the Action missions. The differences are listed below.

- To **aim your weapon**, press the left analog stick or the right analog stick.
- To **zoom in/out** with your weapon, press and hold the **R2** button to manually aim, and then press the right analog stick **UP/DOWN** to zoom in and out.

Note: Zoom functionality is not available for all rail shooter weapons.

- To perform a **180-degree spin**, press the **L2** button.

Stealth Tactics

Some missions require more stealth than strength. In these situations, walking slowly or moving in a crouched position makes you harder to detect.

- To crouch, press the **L2** button (hold it to remain in a crouched position).
- To walk slowly, press the left analog stick slightly forward.

Health Meter



Located in the lower-left corner of the screen, the Health Meter displays your physical condition. As you sustain injury during the game, segments of the Health Meter become transparent. When the Health Meter starts blinking, your health is critical. Picking up armour power-ups restores part of the Health Meter.

Score

During gameplay, you score points based on a number of factors:

Bond Moves – Each mission has a certain number of Bond-like actions you can perform. Your score increases for each action.

Enemies Subdued – How many adversaries did you subdue.

Note: You will receive double points if you can manage to subdue them by hand!

Ammo Efficiency – A good spy overcomes his opposition while expending little ammo.

Weapon Accuracy – Aim well, hit your targets, and you are rewarded.

Mission Duration – A quick mission is the hallmark of a good spy. Completing the assignment in less time improves your score.

Damage Taken – The best Agents come through the worst missions without injury.

007 Bonus – Once you attain a Gold Medal for a mission, you can replay the mission in order to pick up 007 Bonus Tokens. The tokens are hidden scattered throughout the location. If you pick up all of the tokens – and your score is high enough – you may earn a Platinum Medal and a special reward.

Difficulty Bonus – You will be kindly rewarded for completing a mission on harder difficulty levels.

Players who score well during play will receive a Medal: Bronze, Silver, Gold or Platinum. Gold and Platinum Medals unlock bonuses, such as new weapons or new multiplayer maps.

MI6 Messages

During the course of a mission, MI6 has the ability to relay useful information to you. Using an ultra-quiet radio system, MI6 can talk to you directly.

- Occasionally, MI6 messages add mission objectives, which are updated in the Pause screen (for more information, see *Pause Screen* on p. 10).

Bond's Weaponry

During missions, you may encounter powerful foes and experience high-risk situations. To complete your assignments, you need to rely on your weapons and gadgets. Some situations require the use of force, while others demand stealth tactics. As you collect weapons along the way, learn to choose the best one for each situation.

- In the descriptions below, it is noted if an item is only available in multiplayer or single player missions.

Pistols

Wolfram P2K

Designed to be the next generation of sidearm for the German police, this pistol sports a compact design and smooth single-action firing mechanism. The P2K fires special lightweight 9mm bullets – while not the most powerful rounds in Bond's world, they allow for rapid and precise firing.

- Bond's Wolfram P2K can be fitted with a silencer that screws into the barrel.
- To arm the silencer, use **Alt. Fire**.

Windsor Viper

This large, stainless steel pistol delivers a .44 Magnum bullet with tremendous stopping power. The Windsor is limited by a heavy recoil which reduces its rate of fire.

IAC Defender

Developed for the Israeli military, the IAC fires the powerful .44 Magnum round at a steady rate of fire, thanks to a gas-powered blowback system. It's a powerful weapon, but accuracy suffers.

Dartgun

For special missions, R provides this gas-powered pistol capable of firing non-lethal darts. Use this weapon to silently immobilise innocent guards.

The Golden Gun

This special pistol is given as a reward for exceptional service in your first mission. It has all of the advantages of the standard P2K, except that it's more powerful.

- In Multiplayer, the Golden Gun is capable of taking an opponent down in one shot.

Submachine Guns

Koffler & Stock KS7

Developed for German border patrols, the Koffler & Stock KS7 is an inexpensive lightweight machine gun found in great numbers throughout the world. Its low firepower, poor accuracy and small clip size make it effective only at close range.

Ingalls Type 20

Originally designed for urban police use, the Ingalls Type 20 never achieved popularity because of its poor accuracy. It immediately caught on with the criminal underworld, where its lack of finesse was viewed as an advantage rather than a liability. Compared to the KS7, the Ingalls has a higher rate of fire and a larger clip.

Calypso P-750

The large-capacity cylindrical magazine gives the Calypso P-750 an unusual look, but it carries more rounds than any other submachine gun. An additional grip gives it greater accuracy than the Ingalls or KS7, and a high rate of fire makes it a formidable weapon.

Munitions Belgique PS100

Built for the Belgian military, the PS100 features a dorsal magazine that holds more rounds than the Ingalls or the KS7. Its superior rate of fire makes the PS100 the most lethal submachine gun in the world.

Assault Rifles

Kazakovich KA-57

The most recognisable assault rifle in the world, the KA-57 was developed for the Soviet infantry during the Cold War. It's a sturdy rifle with low stopping power and a slow rate of fire – more accurate than a submachine gun, but lacking the punch of other assault rifles.

Windsor FSU-4

A version of the US Army's standard-issue assault rifle, the Windsor FSU-4 offers a decent rate of fire and accuracy with the added benefit of a grenade launcher.

- To switch to the weapon's grenade launcher, select **Alt. Fire**.

Meyer-Westlicher UGW

While other nations preferred steel and aluminium-alloy weapons, the Austrian Army realised the possibilities of designs based on plastics. The UGW features a good rate of fire and excellent accuracy, aided by a 3x scope.

Koffler & Stock D17

The revolutionary design from Koffler & Stock may change weapons forever. The D17 fires caseless ammunition which increases the weapon's accuracy. With a high rate of fire and a powerful 4x scope, the D17 ensures considerable firepower on a target with a high degree of accuracy.

Other

Hand Attack

Your hand-to-hand combat training allows you to deliver a devastating knock-out blow with your bare hands. In certain situations, a single strike can take down an opponent.

Frinesi Special 12

Used by police forces around the world, this 12-gauge combat shotgun has limited range but tremendous firepower.

- In Multiplayer, **Alt. Fire** turns the Frinesi into an automatic shotgun.

SWZ SSR4000

A bolt-action rifle, the SSR4000 can deliver powerful rounds accurately and at great distances. A single shot from the SSR4000 neutralises almost any opponent. In addition, the SSR4000 has the power to penetrate armoured helicopter glareshields.

- The SSR 4000 is equipped with a 6x telescopic sight. To access the scope, use either the **Alt. Fire** or Manual Zoom.

Grenades

Grenades can be used to attack opponents while taking cover.

- To throw a grenade, press the **X** button (the **Fire** button in the default controller setup). To increase the range of your throw, hold down the **Fire** button before releasing. The longer you hold down the button, the further you'll throw the grenade.

MRL-22

This compact, shoulder-launched weapon fires unguided rockets that deliver tremendous firepower. Accuracy is not a premium with the MRL-22 since collateral damage ensures neutralisation of any nearby opponents.

- In Multiplayer, **Alt. Fire** allows the MRL-22 to fire guided rockets. The rocket tracks your targeting cursor until it hits a solid object.

Fixed Guns (SINGLE PLAYER)

You will encounter various fixed guns mounted on pedestals. These can be used against enemy vehicles and helicopters.

- To use a fixed gun, move to the weapon's handles and press the **■** button (the **Action** button in the default controller setup). Press the **■** button a second time to walk away from the fixed gun.

Grenade Launcher (MULTIPLAYER)

The grenade launcher shoots grenades further and faster. It's an effective weapon for eliminating snipers and players camping in hard to reach areas.

- **Alt. Fire** turns a grenade into a Cluster Grenade. The Cluster Grenade disperses a series of sub-munitions that spread out over a wide area before exploding. Each sub-munition does less damage, but the overall area of effect is greater.

Mines (MULTIPLAYER)

Multiplayer features an array of interesting mines. These devices can be placed on almost any surface. Trip Mines display laser beams in your team colour. Walking through the beam damages you or your enemy. Proximity Mines explode when any player enters the mines' detection area. Detonator Mines are the most destructive of all mines and also require the most skill to use. To lay mines, push against the surface you wish to lay it on and press the ● button. Once mines are placed, you can detonate them using the Q-Remote gadget.

Photon Cannon (MULTIPLAYER)

The Photon Cannon is an experimental M16 Training Centre weapon. It shoots two different types of projectiles. These projectiles are highly destructive energy balls. The primary firing mode shoots a homing projectile that targets players as they move.

- The Photon Cannon **Alt. Fire** mode shoots a volley of up to 5 energy balls. When this mode is fully charged the results can be devastating.

Gadgets

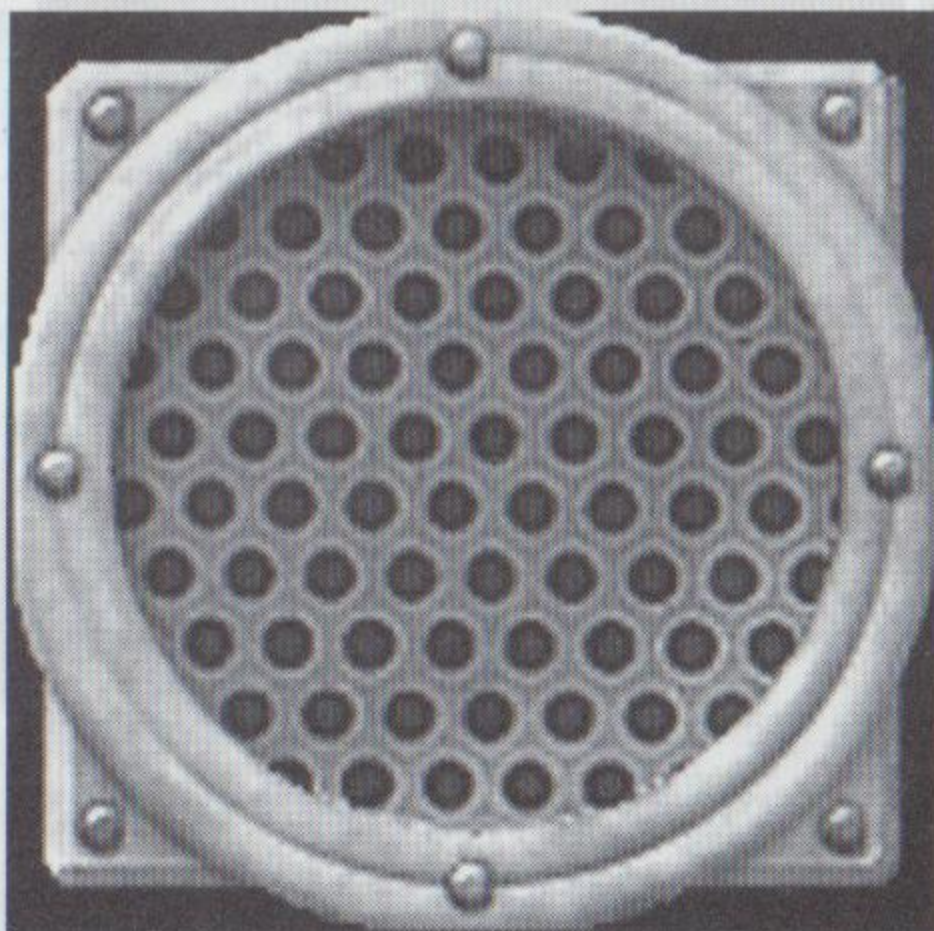
Q-Decryptor

The Q-Decryptor function on your cell phone can come in handy. A sophisticated computer de-scrambles encrypted codes in doors and mainframes. Point and activate this tool to open locked doors and systems.

Q-Claw

Hidden in your cell phone is the Q-Claw, a double-coiled filament that can be used to climb up to ledges and balconies. If the filament strikes a suitable surface, it grabs and holds, pulling the holder of the Q-Claw towards that point. Very useful in securing entrance to above-ground areas.

- In Multiplayer, players can use the Q-Claw and fire weapons simultaneously.
- In Multiplayer, almost any surface can be clawed.



Keep an eye out for special surfaces to which the Q-Claw can attach.

Q-Laser

When activated, the Q-Laser emits a short-range laser with tremendous cutting power. This tool is very useful for breaking locks.

Q-Specs

These x-ray glasses can reveal hidden doors, hatches or panels. Dress for success, 007.

Q-Camera

This compact tool of the spy trade should come in handy. Select the camera and point it so that the subject is in the centre of the screen. Press the ● button to take a snapshot (the Use Gadget control in the default controller setup).

Q-Remote

The Q-Remote downloads wireless transmitter programs and activates their corresponding devices. When you come across a device that emits or receives a green-coloured pulse, point the Q-Remote at the device and press the ● button. The device is then activated.

If the device is receiving red pulses, you must first locate the program emitter and download its program before you can activate it with your Q-Remote.



Download programs from the green beacon.

Q-Card

Point and activate the Q-Card at any electronic lock. In a few seconds, the Q-Card can resolve the locking mechanism and deactivate it.

Q-Jet

The Q-Jet can lift an agent into the air to reach elevated platforms or stations. It is a short-burst mechanism, requiring frequent recharges.

- To operate the Q-Jet, use normal movement controls.
- To recharge your Q-Jet, look for nearby Refuelling Stations and press the ■ button (default **Action** button) to refuel.
- In Multiplayer, Q-Jet continuously regenerates.

Items

In addition to your variety of gadgets, there are also a number of useful items to be found in each mission. When collected, items are automatically applied to your inventory.

ARMOR: Armour partially restores your health when you've been injured.

WEAPONS: Enemies may drop weapons that you can use.

KEYCARDS: To gain access to secure areas, you may have to acquire a keycard from enemy personnel.

AMMO CLIP: Adds ammunition to a specific weapon.

Bond Behind the Wheel

When you're driving, you are responsible for all domestic laws of the road – except when circumstances make that, well, difficult. Each vehicle is equipped with weapons and an integrated navigation system to help you to locate and track items and enemies of the world. And do try to bring the car back in one piece, will you, 007?



Note: You cannot configure the driving controls. There is only one set of controls for the driving missions.

Default Driving Controls

Driving Basics

To **steer**, press the left analog stick **LEFT/RIGHT**.

To **throttle/brake**, press the right analog stick **UP/DOWN**.

To **throttle**, press the **✕** button.

To apply the **handbrake**, press the **●** button.

To **brake and throttle in reverse**, press the **■** button.

To cycle available **camera angles**, press the **▲** button.

To **look behind you**, press the **L2** button.

Weapons Handling

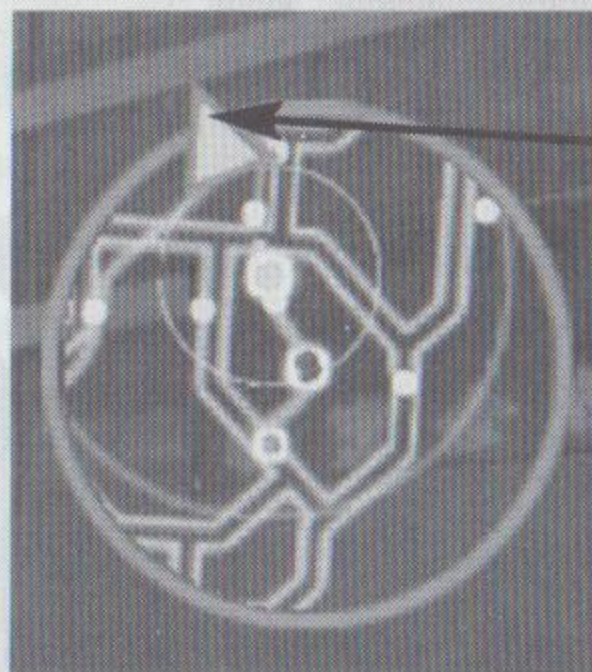
To fire **machine guns**, press the **L1** button.

To fire the **selected weapon or gadget**, press the **R1** button.

To **select a weapon or gadget**, press the **R2** button.

Navigation

When driving, the integrated navigation system is displayed in the upper-right corner. Use it to reach your objectives and avoid hazards.



*Direction to mission
objective*

The navigation is colour-coded:

- Blue – Bond
- Green – Objective
- Red – Enemy
- Yellow – Power-Up
- To view a full map for a driving mission, open the Pause screen. To open the Pause screen, press the **START** button. Then, highlight MAP by pressing directional button **LEFT/RIGHT**.

Vehicles

BMW 750iL

The height of elegance in the BMW line, the 750iL defines smooth driving and sleek performance. Powered by a panther of a 12-cylinder engine, the 750iL throttles evenly under any conditions.

BMW Z8

The latest in performance from BMW, this exquisite two-seater can run with any production sports car in the world. Its five-litre V8 engine powers this lightweight car to 60mph in less than 5 seconds. Top speed approaches 150mph.

Aston Martin DB5

The Aston Martin DB5 has become increasingly hard to find. Only 1,021 cars were made between 1964 and 1965, and they are favourites among collectors. For more practical purposes, the DB5 is a fine performer on the European autobahns. Quick off the line, a DB5 can reach a top speed of 143mph.

Driving Weapons

The following are available weapons for the rail-shooting missions.

CH-6: This rocket launcher projects unguided missiles wherever you point it.

KA-57S: The S stands for “scope”. With the scope attachment, this rifle becomes a fine weapon for accurate long-distance shooting.

SHOTGUN: This 12-gauge weapon features pump-action reloading. It can also operate as a long-distance weapon, but with greatly diminished effectiveness.

RCH-1: User-guided rockets. When launched, the view switches to that of the rocket until it impacts the target.

- To detonate an RCH-1 rocket before it impacts the target, press the **X** button (the **Fire** button in the default controller setup).

Note: Not all weapons are available in all rail-shooting missions.

The following are available when you are behind the wheel of MI6’s finest vehicles:

MACHINE GUNS: All MI6 vehicles come equipped with standard, forward-mounted machine guns. These have unlimited ammunition, but are by no means the most accurate weapon in your arsenal.

ROCKETS: These forward-firing projectiles have no guidance systems, so use with caution.

MISSILES: Vehicle-mounted missiles that will lock onto the nearest target. Allow sufficient time for target lock before firing!

Driving Gadgets

R has prepared a set of gadgets for your use during driving assignments.

Q-Pulse

The Q-Pulse emits an electromagnetic shock wave that disables electronic devices within its radius. Since most vehicles operate with electronically controlled fuel injection systems, the Q-Pulse should stop them in their tracks.

Q-Vision

Q-Vision goggles reveal all sources of heat. They are a good means of detecting a running engine or an enemy lying in wait in the dark.

Q-Smoke

Use the Q-Smoke to throw up a smoke screen to disorientate enemies in pursuit.

Q-Slick

This oily concoction trips up pursuing vehicles and sends them sliding for a long way.

Q-Booster

For a temporary burst of speed, use the Q-Booster to evade your pursuers.

Missions

During a mission you may receive messages from M instructing you about a change of plans. The current mission objectives are always available through the Pause screen.

- To open the Pause screen, press the **START** button during gameplay. To see mission objectives from the Pause screen, press directional button **LEFT/RIGHT** and highlight the **OBJECTIVES** option.

Objectives and Scoring

The most important thing, 007, is to complete the objectives of the mission. Of course, a good spy overcomes his opposition with a minimum of gunfire. Should the use of weaponry become unavoidable, accuracy is an important factor. But remember, 007, we at MI6 teach our agents that less noise and fuss is always preferable (for more information, see *Score* on p. 9).

Changing Objectives

During a mission, 007, your objectives may change. When an objective changes, MI6 calls via radio link to inform you. The new objectives become available through the Pause screen (for more information, see *Pause Screen* on p. 10).

Allies and Enemies

Allies

M

M is a stickler for detail and detests shoddy work among any of her agents. Before each mission, she informs you of the latest intelligence data.

- Objectives may change during a mission. At any time, you can read the current objectives through the Pause screen (for more information, see *Pause Screen* on p. 10).

R

A master inventor, R delivers the gadgets that you need in order to complete your assignments. Some of his projects have taken years to complete, and he does get a bit testy when they are misused or destroyed. Do be careful with them, won't you?

Zoe Nightshade

One of the CIA's undercover agents, Zoe Nightshade is willing to assist you in your efforts to stop Adrian Malprave. Zoe is also skilled in a variety of firearms and is a world-class driver.

Enemies

An outfit calling itself Identicon Corporation has been cropping up frequently in reports from the field. MI6 has begun a full investigation of Identicon and will report its findings to you as they become available. At this point, details are sketchy, 007, but you should familiarise yourself with these individuals associated with Identicon.

Adrian Malprave

It is only recently that Adrian Malprave has come to the attention of MI6. Starting with a small shipping concern twenty-five years ago, Malprave has developed Malprave Industries into one of the world's largest and broadest multi-national corporations. Malprave Industries is actively involved in oil, shipping and emerging

Pause Screen

During gameplay, you can review mission objectives, re-read the mission briefing or restart the mission through the Pause screen.

- To open the Pause screen during gameplay, press the **START** button.

At the bottom of the screen, you can see the mission duration and the number of lives you have remaining.

- On Driving missions, you can view the full navigational map on the Pause screen.
- When you run out of lives, you return to the Select Mission screen (for more information, see *Select Mission Screen* on p. 5).

CONTINUE MISSION: Return to the game.

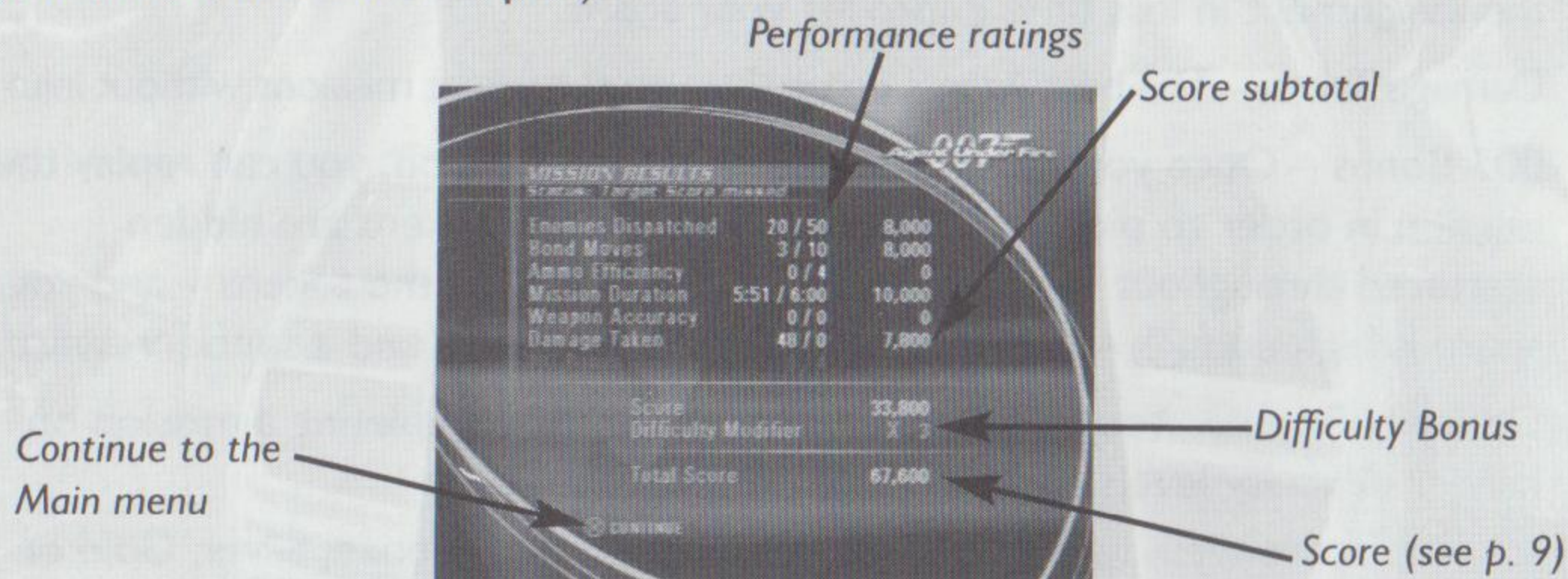
RESTART MISSION: Restart gameplay from the beginning of the current mission.

QUIT MISSION: Quit the current mission and return to the Main menu.

- Press directional button **UP/DOWN** to highlight an option, then press the **X** button to select.
- To review mission objectives, the mission briefing or the mission map (Driving missions only), press directional button **LEFT/RIGHT**.
- To scroll through the mission briefing, press directional button **UP/DOWN**.
- To return to the game, press the **START** button.

Mission Results Screen

When you complete a mission, the Mission Results Screen displays your score and ratings based on your performance. You score points in several important areas. You will receive a difficulty bonus if you play on harder difficulty levels (for more information, see *Score* on p. 9).



If you successfully complete the mission, you may advance to the next mission. If you fail to complete your objectives, you must replay the mission. Good luck, 007.

fields such as bio-technology. Malprave has recently been photographed with known underworld figures such as Carla the Jackal, and an investigation has revealed that some connected subsidiaries have no apparent corporate function or income at all.

Nigel Bloch

Bloch is CEO of Identicon Corporation, a subsidiary of Malprave Industries that has come under suspicion during the M16 inquiry. A brilliant engineer and shrewd businessman, Bloch has, until now, only a brief dossier in M16 files.

Twenty-one years ago, he was convicted of securities fraud and falsifying data related to a patent application. Since securing his release from Whitemoor Prison, he has apparently led a clean life with a number of professional successes and citations in the field of bio-technology research. However, his association with Malprave leads M16 to believe that Bloch has returned to criminal activity.

Carla the Jackal

No one knows the real name of Carla the Jackal – a first encounter with her is usually also the last. Drifting in and out of the shadows of international terrorism, Carla has been spotted in Paris, Jakarta, Lisbon, Tripoli and Miami and was recently photographed with Malprave in Hong Kong. She has made a name for herself as a thief with extraordinary abilities to escape capture. Always available for hire, Carla appears to have a growing relationship with Adrian Malprave. Their intentions are unknown.

Multiplayer

Hidden in the stony crags of Scotland, M16 has been secretly training the best agents in the world. The Haverrock Proving Grounds pits Bond against skilled enemy opponents. Here you can train in multiple scenarios in 12 different arenas, one of which must be unlocked in single-player gameplay.

In multiplayer play, you have a wider arsenal of weapons and firing modes than in single-player mode. Furthermore, mines can be used in multiplayer.

Multiplayer Game Select Screen

To select a multiplayer game from the Main menu, press directional button **UP/DOWN**, highlight MULTIPLAYER and press the **X** button. The Multiplayer Game Select screen opens.

- To select a multiplayer game type in the Multiplayer Game Select screen, press directional button **LEFT/RIGHT** to change modes. Press the **X** button again to select a mode.

COMBAT TRAINING: Train against other agents in the most challenging of circumstances.

PROTECT THE FLAG: Protect the flag from your opponents.

GOLDEN GUN: 1 shot finishes your opponent – or you. Be very careful.

- Golden Gun mode must be unlocked in single-player gameplay. In Multiplayer, a single shot from a Golden Gun is lethal.

ANTI-TERRORIST TRAINING: Defuse bombs placed throughout the map.

TOP AGENT: Be the top agent who must use his superior skills and weapons to defeat everyone else (3-4 player only, multitap (for PlayStation®2) required.)

- Up to 4 players can participate in multiplayer matches. In most games modes, any player can join forces with another player for team vs. team play.

Multiplayer Game Mode Setup

After you select the Multiplayer Game type, the Multiplayer Game Mode Setup screen opens. Here, you configure your selected game.

NUMBER OF PLAYERS: Choose 2, 3 or 4 players to participate.

TIME LIMIT: Choose 1-120 minutes to play.

POINT LIMIT: Choose 1-100 points or UNLIMITED points to win the game (25 is default).

CARRY LIMIT: Choose 1-60 minutes of flag carry time for the Protect the Flag mode.

- You score 1 point for defeating an enemy. You lose 1 point if you cause your own player to run out of health.

MAP SETTINGS: To play with the most recent set of weapons, choose USER SELECTED or choose DEFAULT to play with the weapons and gadgets designed for the mission.

MAP: Select the map for your game.

- Some of these options are only available depending on the selected game mode.

Multiplayer Menus

After configuring a multiplayer game, each player can configure game and individual player options. PLAYER OPTIONS and PLAYER CHARACTER determine individual player gameplay options, while the other options apply to and can be changed by all players.

- To begin the game with the selected multiplayer options, select START GAME.

PLAYER OPTIONS: Select and configure player options including the configuration of your controller (for more information, see *Player Options* on p. 22).

PLAYER CHARACTER: Select a name, a character and a team colour for yourself.

- When multiple players select different teams, the game is adversarial. To play co-operatively, some players must choose the same team:

OPTIONS: Toggle OFF/ON options for friendly fire and available gadgets. Also, set your game mode specific options here (for more information, see *Multiplayer Options* on p. 23).

WEAPONS: Choose the weapons that all players will have access to in the match.

- To select a different weapon set, select WEAPONS from the Mode menu. Then press directional button **LEFT/RIGHT** while highlighting WEAPON SET.

- To customise a weapon set, select **WEAPONS** and then press directional button **LEFT/RIGHT** to select one of the Custom sets. You can then select different weapons for each by pressing directional button **LEFT/RIGHT** while highlighting a given **SLOT**.

POWERUPS: Select 0-2 power-ups to appear and be usable in your game.

MODIFIERS: Toggle these modifiers to tailor your game, and set your movement speed (for more information, see *Multiplayer Modifiers* on p. 23).

Player Options

In the Multiplayer Player Options screen, you can configure special settings for your controller and gameplay for multiplayer games.

CONTROLLER: Press directional button **LEFT/RIGHT** to set the type of controller layout to use.

INVERT PITCH: Turn inverse look **OFF/ON**.

YAW SENSITIVITY: Set left-right sensitivity of the left and right analog sticks between 50-200. **100** is default.

PITCH SENSITIVITY: Set up-down sensitivity of the left and right analog sticks between 50-200. **100** is default.

CROUCH TOGGLE: Turn the ability to toggle crouch **OFF/ON** (with crouch toggle **ON**, you remain crouched after pressing the crouch button).

AUTO SWITCH WEAPON: Toggle automatic switching to better weapons **OFF/ON**.

CROSSHAIR: Toggle display of aiming crosshairs **OFF/ON**.

AUTO AIM: Select automatic aiming mode of your gun: **BEGINNER**, **INTERMEDIATE**, **ADVANCED** or **NO AUTOAIM**.

RADAR: Set display of the radar: **FULL**, **SP.** (special) **ITEMS** only or **NO RADAR**.

STARTING HEALTH: Set the level of health at which you start each new session between 50 and 200. **100** is default.

HUD DISPLAY: Toggle player Heads-Up Display **OFF/ON**.

PLAYER NAME: Toggle the name display of a targeted player **OFF/ON**.

Multiplayer Options

In the Multiplayer Options screen, you can set gaming options for all players. Some missions will have Q-Jet and Q-Claw ON by default.

FRIENDLY FIRE: Toggle damage from friendly fire **OFF/ON**.

Q-JET: Toggle availability of Q-Jet **OFF/ON**.

Q-CLAW: Toggle availability of Q-Claw **OFF/ON**.

BOMB TIMER LENGTH: For the Anti-Terrorist Training mode, players define the timer length, in seconds, of the bombs. 30 seconds is the default.

BOMB DEFUSE TIME: For the Anti-Terrorist Training mode, players define the length of time, in seconds, it takes to diffuse a bomb. 3 seconds is the default.

Multiplayer Modifiers

Changing one modifier can create a completely new multiplayer experience, so make sure you experiment with them. Some modifiers must be unlocked in the single-player game.

In the Multiplayer Modifiers screen, you can change the following eight modifiers.

ONE SHOT: When ON, players that are hit with any weapon restart, and are counted towards the total of the player that shot them.

LOW GRAVITY: Toggle lower gravity **OFF/ON**. Low gravity allows you to make bigger leaps.

FULL ARSENAL: Toggle **OFF/ON** whether each player starts with every weapon available on the map.

- The FULL ARSENAL modifier must be unlocked in single-player gameplay.

SAFE RESTART: Toggle **OFF/ON** the restarting of players in a safe location furthest from the other players. While it does slow game action, it is very helpful for beginners.

RANDOM WEAPONS: When ON, you pick up a random weapon any time you move over a pick-up icon.

PERSISTENT WEAPONS: When ON, you do not remove weapons that you pick up.

- The PERSISTENT WEAPONS modifier discourages players from camping at one weapon spawn location.

GOLDEN BULLET: When ON, all players begin with one weapon, which has no auto-aim ability yet can stop another player with one shot.

SPEED: Increase or decrease the speed of players in the game.

NO FALLING DAMAGE: When ON, player will not incur falling damage. This modifier is useful when using Q-Jet and Q-Claw.

Saving and Loading

Agent Under Fire allows you to save game data with the use of a memory card (8 MB) (for PlayStation®2).

Note: Never insert or remove a memory card (8 MB) (for PlayStation®2) when loading or saving files.

Note: Games can only be loaded from or saved to a memory card (8MB) (for PlayStation®2) in MEMORY CARD slot I or MEMORY CARD slot I-A (if a multitap (for PlayStation®2) is in use).

To Load A Saved Game

1. Select LOAD MISSION from the Main menu.

Note: When you save your game, you do not return to your exact location. You return to the start of the most recently unlocked mission.

2. On the Load Mission screen, highlight the desired MEMORY CARD slot, then press the **✕** button. Highlight the desired mission data to load and press the **✕** button. The game data loads.

To Save Game Data

1. When you complete a mission, you can save your game in the Main menu. Select SAVE MISSION.
2. On the Save Game screen, highlight the desired MEMORY CARD slot to save your data to, then press the **✕** button.
3. Select a slot in which to save your data. Choose an empty slot (and press the **✕** button) if available, or choose a previously used slot, and select YES to overwrite.
4. Enter the name of the game to save.
 - To finish, select DONE.
 - To return to the previous screen, press the **▲** button.

Credits

EA Europe

Software Localisation Manager: Sam Yazmadjian

Localisation Project Manager: Nathalie Fernandez

European CQC Operations Manager: Linda Walker

European CQC Test Manager: Jean-Yves Duret

European CQC Platform Manager: James Featherstone

European CQC Platform Specialists: Ashley Powell, James Arup, James Norton

European CQC Supervisor: David Fielding

European CQC Test Leader: Andrew Chung

European CQC Associate Test Leaders: Paul 'Jester' Richards, Ben Jackson

Account Executive: Candice Westman

Production Planner: Jane Luckraft

Documentation Layout and Translation Coordination: Abdul Oshodi

Web Localisation Coordination: Ai-Lich Nguyen

Materials Coordination: Piers Dodd

Studio Ops: Anne Miller, Phil Jones

European Product Manager: Audrey Meehan

Warning: To Owners Of Projection Televisions

Still pictures or images may cause permanent picture-tube damage or mark the phosphor of the CRT. Avoid repeated or extended use of video games on large-screen projection televisions.

Notice

ELECTRONIC ARTS RESERVES THE RIGHT TO MAKE IMPROVEMENTS TO THIS PRODUCT DESCRIBED IN THIS MANUAL AT ANY TIME AND WITHOUT NOTICE. THIS MANUAL, AND THE SOFTWARE DESCRIBED IN THIS MANUAL, IS UNDER COPYRIGHT. ALL RIGHTS ARE RESERVED. NO PART OF THIS MANUAL OR THE DESCRIBED SOFTWARE MAY BE COPIED, REPRODUCED, TRANSLATED OR REDUCED TO ANY ELECTRONIC MEDIUM OR MACHINE-READABLE FORM WITHOUT THE PRIOR WRITTEN CONSENT OF ELECTRONIC ARTS LTD, CUSTOMER SERVICES, PO BOX 181, CHERTSEY, KT16 0YL, ENGLAND.

ELECTRONIC ARTS MAKES NO WARRANTIES, CONDITIONS OR REPRESENTATIONS EXPRESS OR IMPLIED, WITH RESPECT TO THIS MANUAL, ITS QUALITY, MERCHANTABILITY OR FITNESS FOR ANY PARTICULAR PURPOSE. THIS MANUAL IS PROVIDED "AS IS". ELECTRONIC ARTS MAKES CERTAIN LIMITED WARRANTIES WITH RESPECT TO THE SOFTWARE AND THE MEDIA FOR THE SOFTWARE. IN NO EVENT SHALL ELECTRONIC ARTS BE LIABLE FOR ANY SPECIAL, INDIRECT OR CONSEQUENTIAL DAMAGES.

THESE TERMS AND CONDITIONS DO NOT AFFECT OR PREJUDICE THE STATUTORY RIGHTS OF A PURCHASER IN ANY CASE WHERE A PURCHASER IS A CONSUMER ACQUIRING GOODS OTHERWISE THAN IN THE COURSE OF A BUSINESS.

Limited Warranty

Electronic Arts warrants to the original purchaser of this computer software product that the recording media on which the software programs are recorded will be free from defects in materials and workmanship for 90 days from the date of purchase. During such period defective media will be replaced if the original product is returned to Electronic Arts at the address at the rear of this document, together with a dated proof of purchase, a statement describing the defects, the faulty media and your return address.

This warranty is in addition to, and does not affect your statutory rights in any way.

This warranty does not apply to the software program themselves, which are provided "as is", nor does it apply to media which has been subject to misuse, damage or excessive wear.

Returns After Warranty

Electronic Arts will replace user-damaged media, current stocks allowing, if the original media is returned with a Eurocheque or postal order for £10 per disc, payable to Electronic Arts Ltd.

If you have any queries on warranty replacements or user-damaged discs or manuals, please e-mail us on uk-warranty@ea.com Please note that this is only for warranty and NOT technical queries.

Please remember to include full details of the defect, your name, address and, where possible, a daytime telephone number where we can contact you.

Electronic Arts Customer Warranty, PO Box 181, Chertsey, KT16 0YL, UK.

If you have any queries about this product, Electronic Arts Customer Service department can help.

Customer Services have manned lines open from 9am–6pm Monday to Thursday and 9am–4:30pm Friday, and can be reached on the following number:

0870 2432435

Note: This is a National Call rate number charged at BT's standard national call rates (7.9p per minute at peak times and 3.95p per minute off peak. These costs include VAT. These charges are correct at the time of publication). In order to improve our customer service, we will log your details into a secure database. When you are connected to a representative, you will be asked for several details, including your surname and date of birth. This information will not be shared with any external companies, or used for marketing purposes without your consent.

Keep up with the latest EA News!

If you want to keep up-to-date with all the news, reviews or gossip directly from Electronic Arts then why not register and get the official **EA-zine** delivered directly to your inbox. It is a quick and simple process and will keep you in the "know" as to what is new and hot from the EA Studios. Simply go to:

<http://register.ea-europe.com/>

And while you're on-line, check out the UK web site at <http://www.uk.ea.com> for more in-depth news and reviews on our games. Here you will also find Technical Support, Downloads and details of what can be found on our **Official** EA Hints & Tips line.

So why not log on and see us today!

24-Hour Hintline - Gameplay Hints and Tips

Stuck? It happens to the best of us. Then call our **Official** hintline for hints, tips and cheats. If you want to make sure your game is included on the hintline before you call, feel free to check out our web site at <http://www.uk.ea.com> or call Customer Services – we'll be happy to give you a list of all games included on the hintline. However, please remember that Customer Services cannot give out hints or cheats directly.

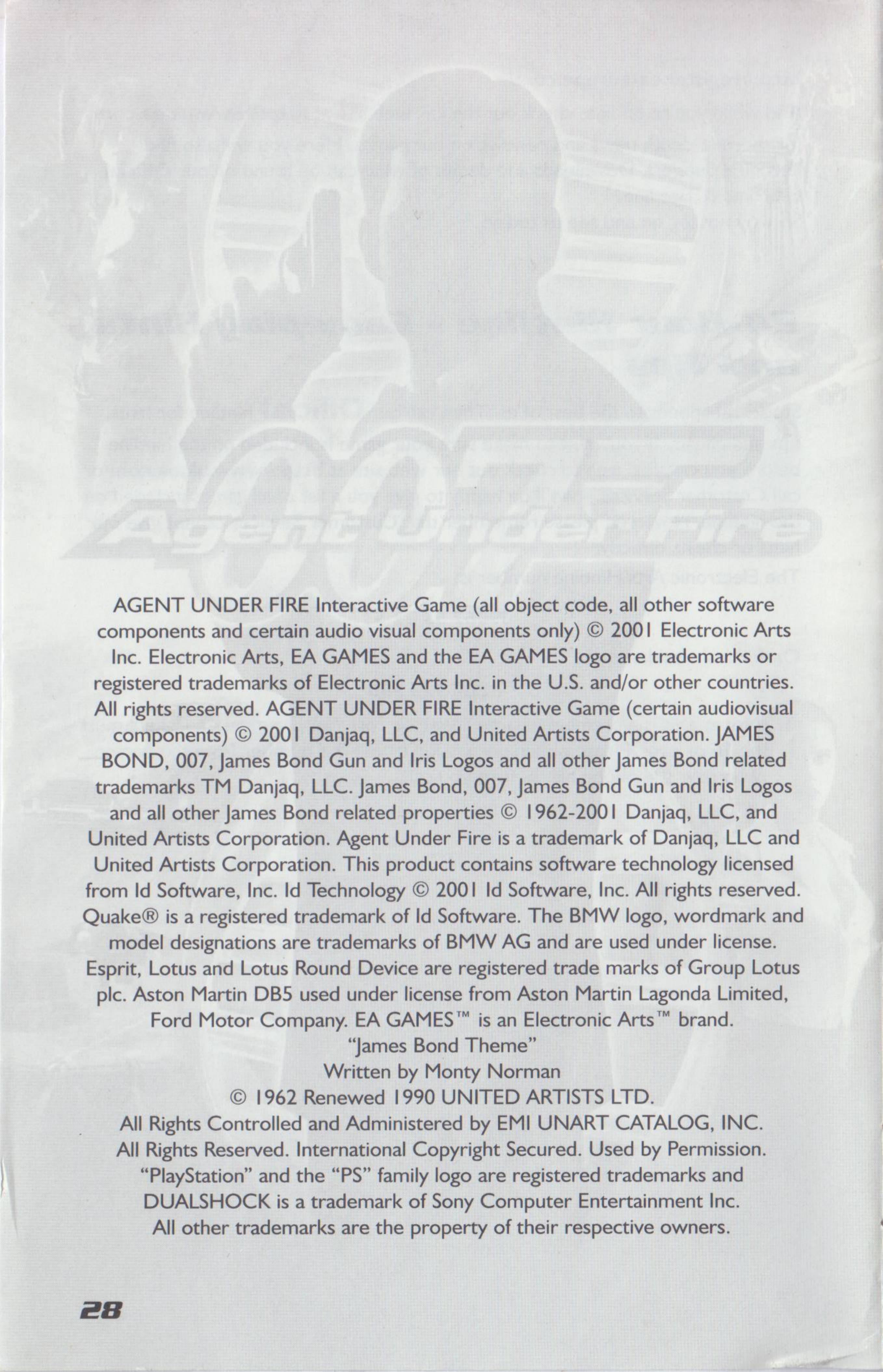
The Electronic Arts Hintline number is:

09067 53 22 53

Or, for Irish residents:

I 560 923 580

Note: This is a premium charge line (calls cost 75p per minute). Callers must be 16 or over. Please obtain permission to call this number from the person who pays the phone bill, **before** you call.



AGENT UNDER FIRE Interactive Game (all object code, all other software components and certain audio visual components only) © 2001 Electronic Arts Inc. Electronic Arts, EA GAMES and the EA GAMES logo are trademarks or registered trademarks of Electronic Arts Inc. in the U.S. and/or other countries. All rights reserved. AGENT UNDER FIRE Interactive Game (certain audiovisual components) © 2001 Danjaq, LLC, and United Artists Corporation. JAMES BOND, 007, James Bond Gun and Iris Logos and all other James Bond related trademarks TM Danjaq, LLC. James Bond, 007, James Bond Gun and Iris Logos and all other James Bond related properties © 1962-2001 Danjaq, LLC, and United Artists Corporation. Agent Under Fire is a trademark of Danjaq, LLC and United Artists Corporation. This product contains software technology licensed from Id Software, Inc. Id Technology © 2001 Id Software, Inc. All rights reserved. Quake® is a registered trademark of Id Software. The BMW logo, wordmark and model designations are trademarks of BMW AG and are used under license. Esprit, Lotus and Lotus Round Device are registered trade marks of Group Lotus plc. Aston Martin DB5 used under license from Aston Martin Lagonda Limited, Ford Motor Company. EA GAMES™ is an Electronic Arts™ brand.

"James Bond Theme"

Written by Monty Norman

© 1962 Renewed 1990 UNITED ARTISTS LTD.

All Rights Controlled and Administered by EMI UNART CATALOG, INC.

All Rights Reserved. International Copyright Secured. Used by Permission.

"PlayStation" and the "PS" family logo are registered trademarks and

DUALSHOCK is a trademark of Sony Computer Entertainment Inc.

All other trademarks are the property of their respective owners.

Customer Service Numbers

Games Hotlines

- **Australia** _____ **1902 262 662** _____ **1902 261 600***

* Sirius calls are charged at \$1.65 per min inc GST 7 days a week 10am - 8pm.

Calls from mobile or public phones are higher. If you are under 18 years of age parental consent is required.

- **Belgique/België/Belgien** _____ **011/301 306** _____ Please contact your local distributor

- **Danmark** _____ **+45 33 26 68 20** _____ **80 88 07 89**

- **Deutschland** _____ **01805 / 766 977** _____ **0190 - 776633****

**2,42 DM/Min., Kinder und Jugendliche unter 18 Jahren dürfen nur mit Erlaubnis ihrer Eltern anrufen.

- **España** _____ **(91) 754 55 40** _____

- **France** _____ **0803 843 843** _____ **08 36 68 55 15****

** (2,21FF la minute).

- **Greece** _____ **(00 301) 6777701** _____ Please contact your local distributor

- **Ireland** _____ **(01) 4054022** _____ **1 560 923 580***

*Calls are charged at 75p per minute. Please ask the permission of whoever pays the bill before you call.

- **Israel** _____ Please contact your local distributor

- **Italia** _____ **147 828384** _____ Please contact your local distributor

- **Malta** _____ Please contact your local distributor

- **Nederland** _____ **0495 574 817** _____ **00800 940 55555**

- **New Zealand** _____ **(09) 415 2447** _____ **0900 58885***

* Gamewizz calls are charged at \$1.99 per min inc GST 7 days a week 9am - 8pm.

Calls from mobile or public phones are higher. If you are under 18 years of age parental consent is required.

- **Norge** _____ **2336 6600** _____ **800 13 897**

- **Österreich** _____ **0450 199 000 500*** _____ **0049-2408-940 555**

* Der Anruf unter dieser Nummer kostet max. 41 Groschen/Sek.

- **Portugal** _____ **(01) 318 7450** _____ Please contact your local distributor

- **Schweiz/Suisse** _____ **0900 55 20 55** _____ **0900 - 55 40 20****

** SFr 2,00/Min. Kinder und Jugendliche sollten vor dem Anrufen der Hotline die Eltern oder Erziehungsberechtigten um Erlaubnis fragen

- **South Africa** _____ **+ 27 11 516 8300**

- **Suomi** _____ **0600 411911*** _____ Please contact your local distributor

" 4,70 fim/min + ppm avoinna ark 17-21"

- **Sverige** _____ **08-587 610 00** _____ Please contact your local distributor

- **UK** _____ **08705 99 88 77** _____ **09067 53 22 53***

*Calls are charged at 75p per minute. Please ask the permission of whoever pays the bill before you call.

Please call these Customer Service Numbers only for hardware support of PlayStation products.
Details of call costs apply only to Games Hotline numbers.

JAMES BOND
WILL RETURN IN AN EXCITING
NEW ADVENTURE
AUTUMN 2002.

007TM



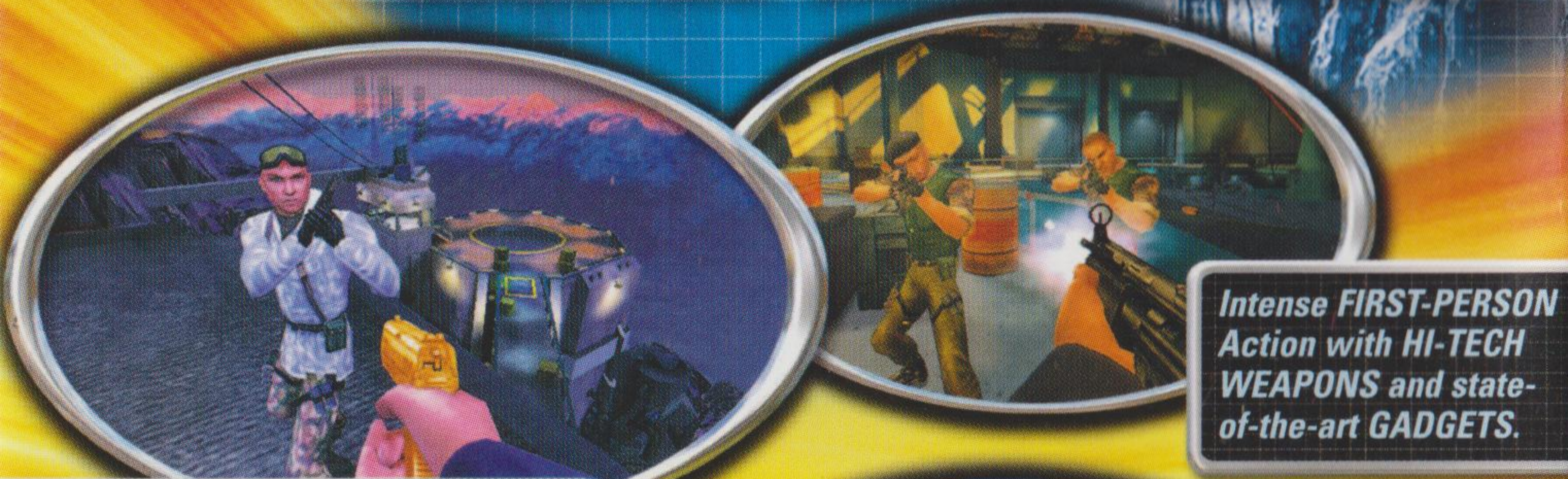
MTEX3403281M

SLES-50539

"PS", "PlayStation", "△ ○ × □" and "DUALSHOCK" are registered trademarks of Sony Computer Entertainment Inc. All Rights Reserved.

5030942025897

**THE WORLD NEEDS A HERO AND
THERE IS ONLY ONE MAN FOR THE JOB.**

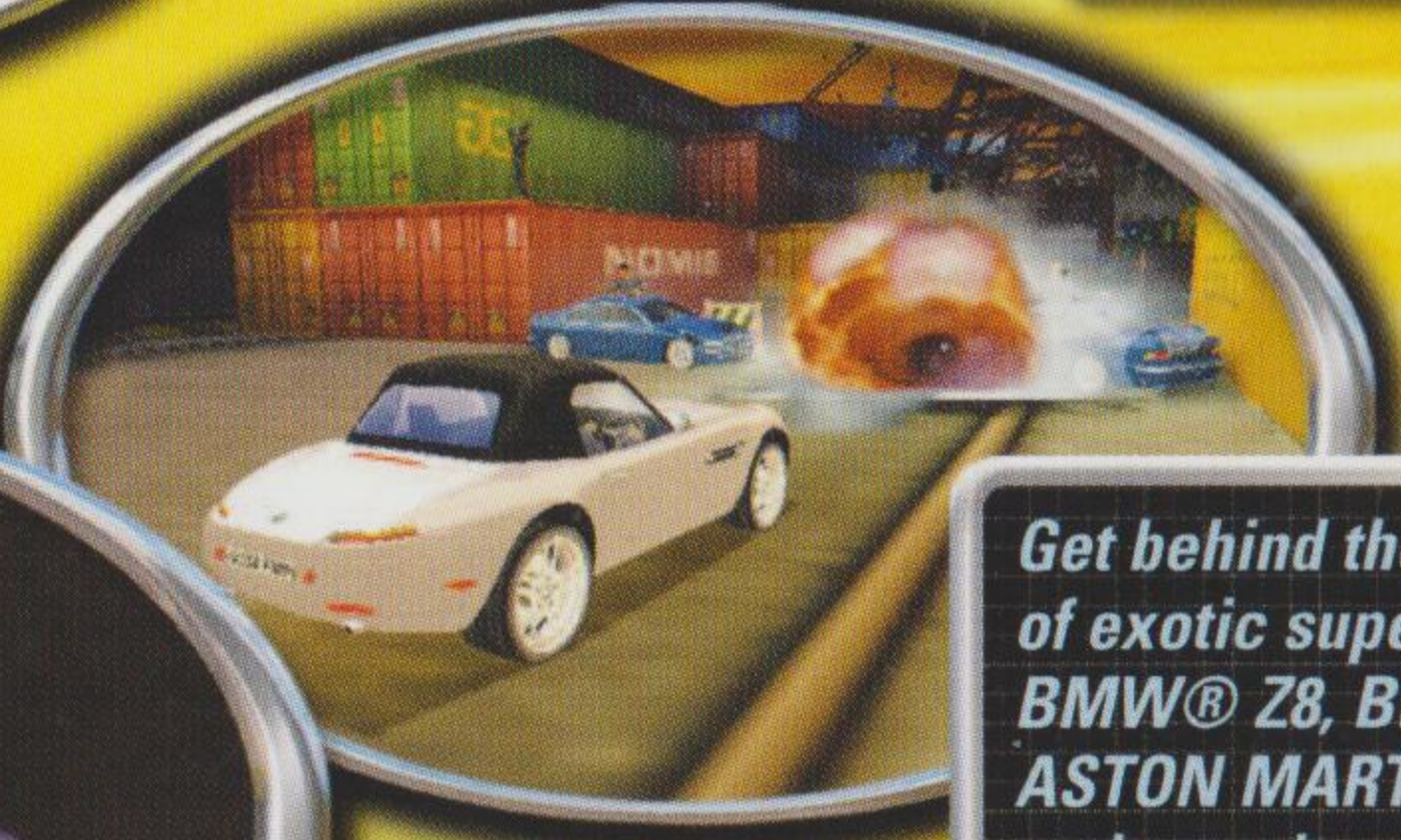


**Intense FIRST-PERSON
Action with HI-TECH
WEAPONS and state-
of-the-art GADGETS.**

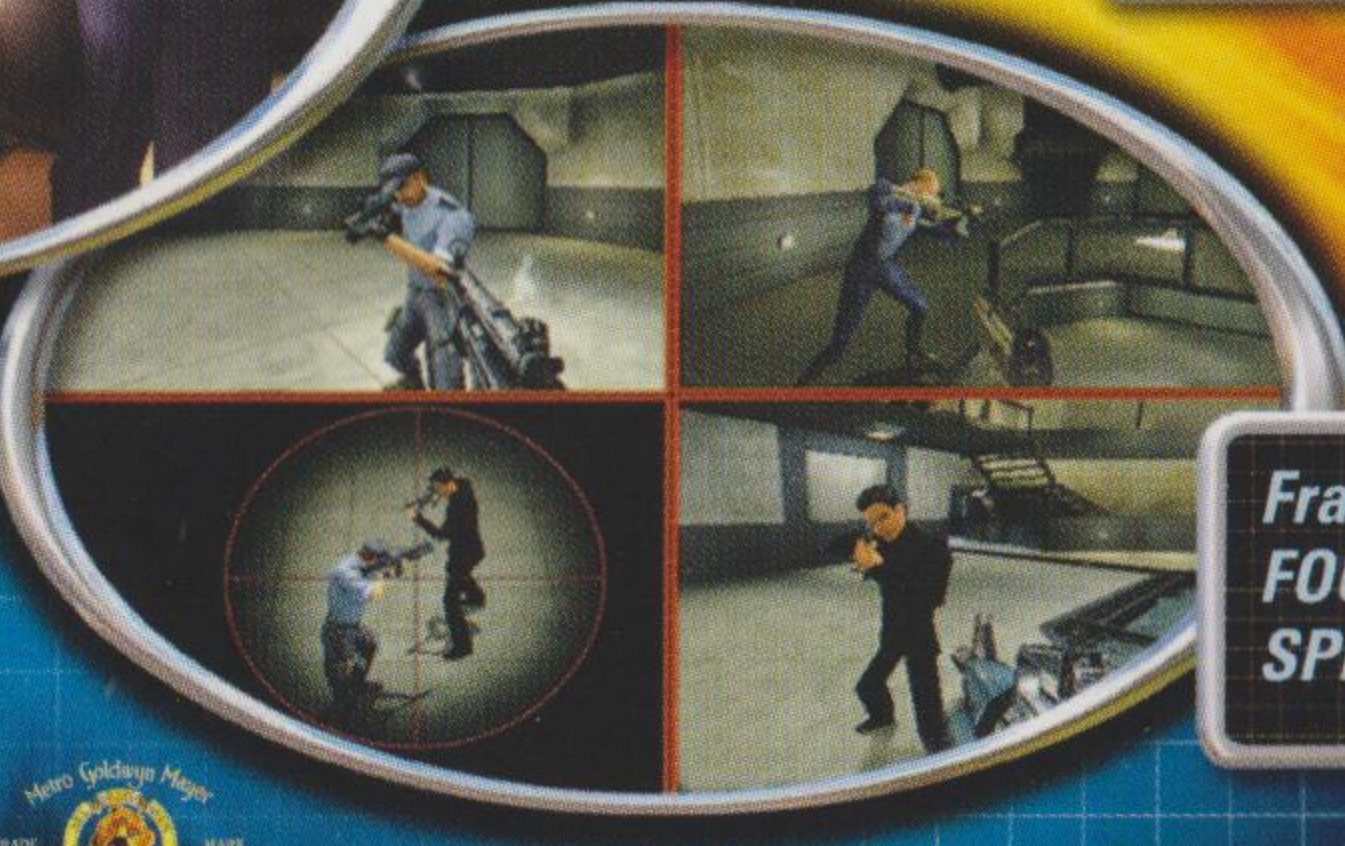
**An ALL-NEW adventure with
12 PULSE-POUNGING MISSIONS.**



**Encounter STUNNING
BOND GIRLS, both
helpful and deadly.**



**Get behind the wheel
of exotic supercars –
BMW® Z8, BMW® 750iL,
ASTON MARTIN® DB5
and more!**



**Frag your friends in
FOUR-PLAYER
SPLIT-SCREEN action.**



WWW.007.EA.COM WWW.EAGAMES.EA.COM

1 or 2 Players • Memory Card (8MB) (for PlayStation®2): 95KB minimum • Multitap (for PlayStation®2) Compatible: 1 – 4 Players • Analog Control Compatible: all buttons • Vibration Function Compatible

PlayStation and "PlayStation" are registered trademarks of Sony Computer Entertainment Inc. All Rights Reserved. Made in Austria. AGENT UNDER FIRE Interactive Game (all object code, all other software components and certain audio visual components only) © 2001 Electronic Arts Inc. Electronic Arts, EA GAMES and the EA GAMES logo are trademarks or registered trademarks of Electronic Arts Inc. in the U.S. and/or other countries. All rights reserved. AGENT UNDER FIRE Interactive Game (certain audiovisual components) © 2001 Danjaq, LLC, and United Artists Corporation. JAMES BOND, 007, James Bond Gun and Iris Logos and all other James Bond related trademarks TM Danjaq, LLC, James Bond, 007, James Bond Gun and Iris Logos and all other James Bond related properties © 1962-2001 Danjaq, LLC, and United Artists Corporation. Agent Under Fire is a trademark of Danjaq, LLC and United Artists Corporation. This product contains software technology licensed from Id Software, Inc. Id Technology © 2001 Id Software, Inc. All rights reserved. Quake® is a registered trademark of Id Software. The BMW logo, wordmark and model designations are trademarks of BMW AG and are used under license. Esprit, Lotus and Lotus Round Device are registered trade marks of Group Lotus plc. Aston Martin DB5 used under license from Aston Martin Lagonda Limited, Ford Motor Company. EA GAMES™ is an Electronic Arts™ brand. All other trademarks are the property of their respective owners. © 1997-2000 Sony Computer Entertainment Inc. exclusively licensed to Sony Computer Entertainment Europe. FOR HOME USE ONLY. Unauthorised copying, adaptation, rental, lending, distribution, extraction, re-sale, arcade use, charging for use, broadcast, public performance and internet, cable or any telecommunications transmission, access or use of this product or any trademark or copyright work that forms part of this product are prohibited. Published by Electronic Arts Inc. Developed by Electronic Arts Inc.



This software is only compatible with the PlayStation®2 computer entertainment system and

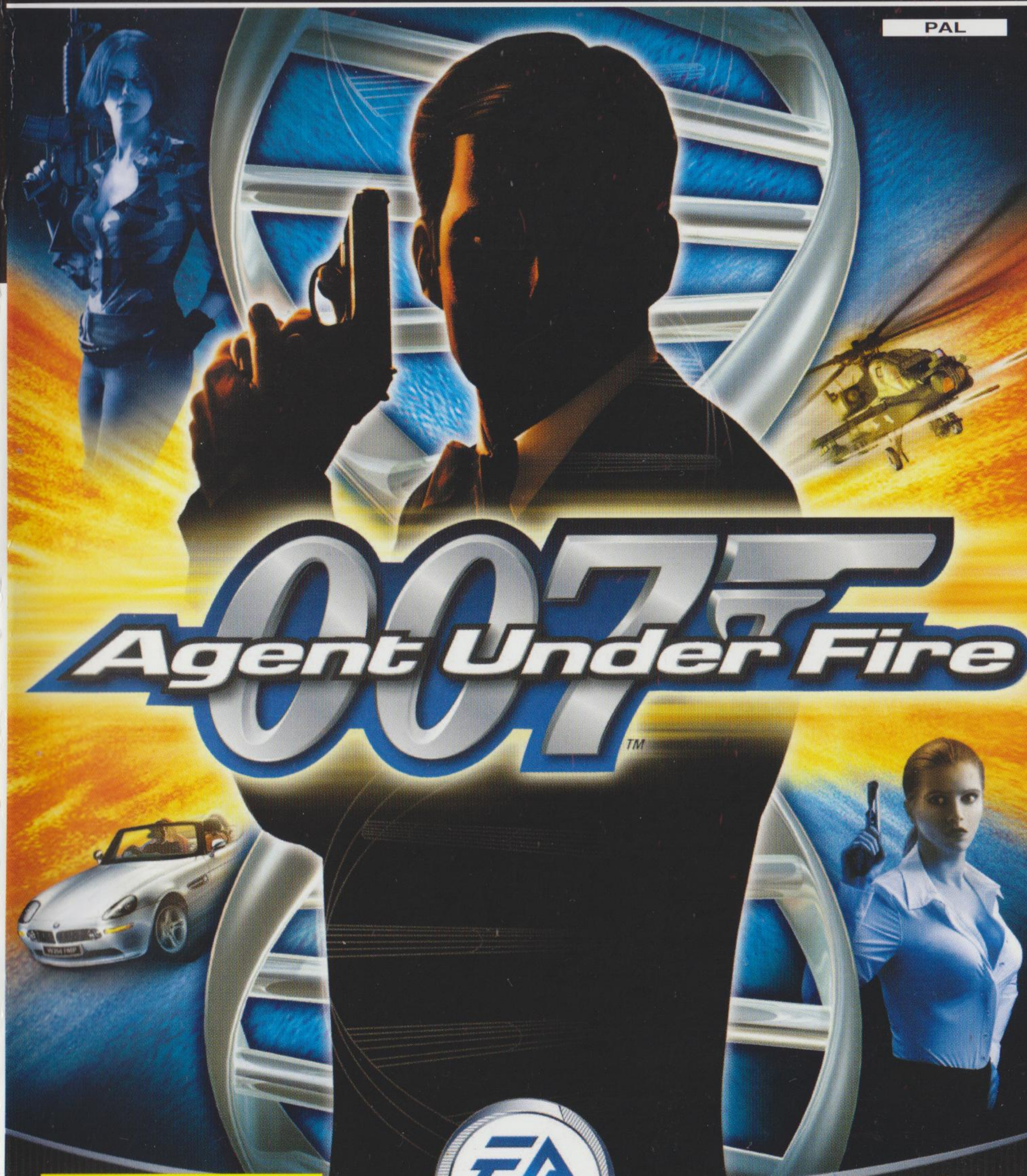
PlayStation®2
James Bond 007 in... Agent Under Fire™

SLES
50539

PlayStation®2



PAL



S/T P-000000
VET / SFB

